NES-HL-USA

Game tek™

INSTRUCTION BOOKLET

Now you're "into fun and Games!" with GameTek™

It's time to go Hollywood! Hollywood Squares, that is. It's tic-tac-toe with a twist—get your Xs and Os by figuring out whether a "star" is giving a correct answer or making one up. And keep in mind that they don't always tell the truth! Consider the question, then agree or disagree with our electronic celebrities and the big bucks will be yours if you're right. Test your knowledge and intuition. Is the "star" in the center square giving you a straight answer? Is that ridiculous response really right? Only you can decide. Competition is keen and excitement runs high when you play the fast-moving Nintendo® version of this hit television game show! It's fun for everyone!

This official seal is your assurance that Nintendo® has reviewed this product and that has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

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Make a tic-tac-toe by getting your X s or O s in three squares across, down, or diagonally. Win "hard cash," a glamorous Secret Square "vacation," and a Final Round "luxury car."

HOLLYWOOD SQUARES™

CONTENTS

How To Use The Controller 4
Setting Up The Game 6
How To Play Game 1—A 2-Player Game 8
Playing a 1-Player Game 12
How To Play Game 2 13
How To Play Game 3 15
Tie-Breaker 16
Scoring 17
Playing For The Car 18
Message To Players 20
Hints On Game Play 21

HOW TO USE THE CONTROLLER

If 2 players are competing, Player #1 uses Controller 1 and Player #2 uses Controller 2.

If 1 player is competing against the computer, only Controller 1 is used.

CONTROL PAD

Press the arrowed tips:

a. Left and right to scroll the cursor to make selections such as **1•2** or **YES•NO** or **Agree•Disagree** or key and car choices.

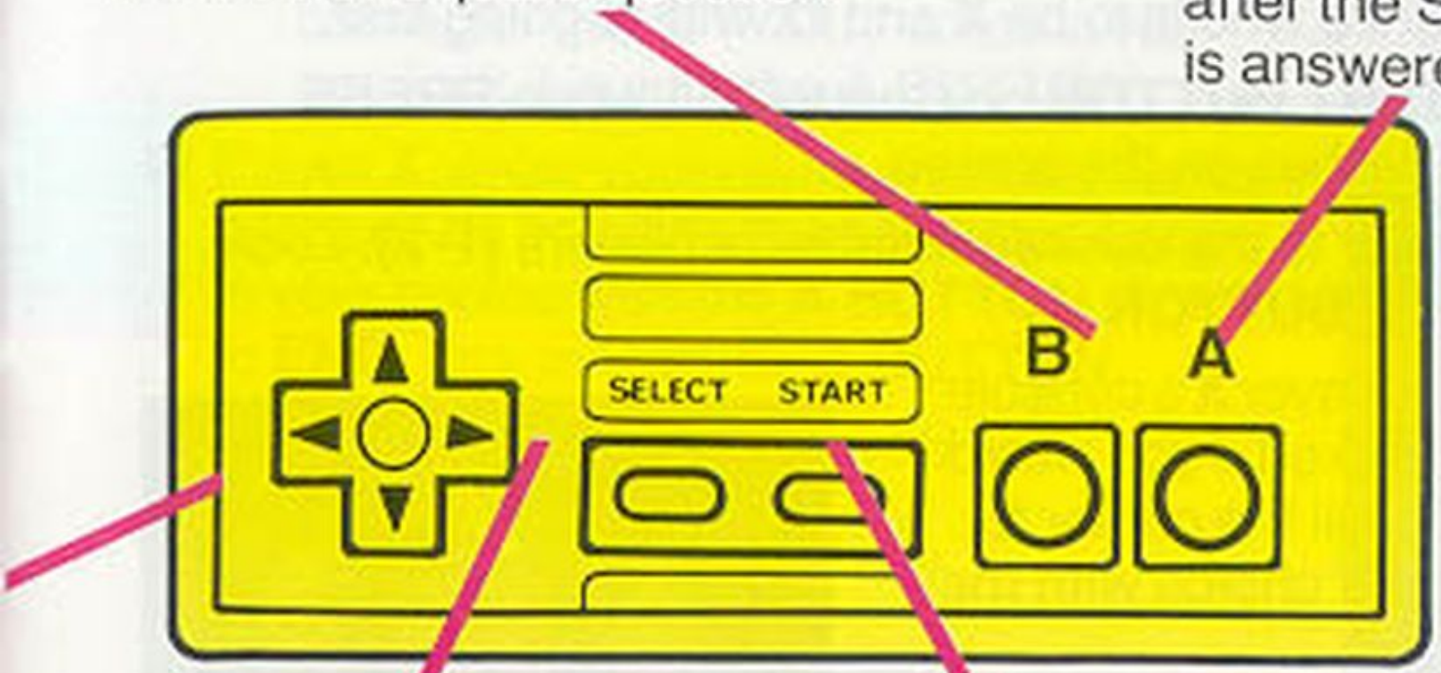
b. Left and right or up and down to spell out players' names and to select a celebrity on the Hollywood Squares board.

A, B BUTTONS

Used interchangeably to bring up the celebrity's humorous quip and the Secret Square question.

A BUTTON

Locks in letters of names, **END, 1•2, YES•NO,** selection of celebrity in square, and a return to the game after the Secret Square question is answered correctly.



SELECT BUTTON

Not Used

START BUTTON

Starts the Game

SETTING UP THE GAME

A Hollywood Squares show consists of 3 separate games of second-guessing the celebrities. The player with the highest total earnings after Game 3 is the winner and gets to go for the car.

1. Players decide in advance who is to be **X** and **O**, with **X** going first.
2. Player **X**, press the **START BUTTON** on Controller 1 when **PRESS BUTTON TO START** flashes on the screen.
3. Player **X**, scroll the cursor to the desired number of players **(1•2)**. Lock in your choice with the **A BUTTON**.
4. A character appears at Player **X**'s console. Player **X**, you are then asked if you would like a new character. Scroll the cursor to **YES•NO** and lock in your choice with the **A BUTTON**.
   a. If you answer **NO**, that is your character for the game.

b. If you answer **YES**, pressing the **A BUTTON** again will bring up new characters. Once you have found the character that is "YOU," scroll to **NO** and lock it in with the **A BUTTON**.

5 Player **X**, enter your name or initials (up to 4 letters) by scrolling to each letter. Lock in your choice with the **A BUTTON**. Scroll to **END**: lock in with the **A BUTTON**.

6 Player **O**, follow steps 4 and 5 with Controller 2.

HOW TO PLAY GAME 1 — A 2-PLAYER GAME

1. The game begins with the Hollywood Squares board displaying the 9 celebrities in their squares, each trying to get the players' attention.
2. Player **X**, the host asks you to **SELECT A CELEBRITY**. Do this by pressing any of the 4 arrow keys on your Control Pad (left, right, up, down) until the "flashing corners" surround the celebrity of your choice. Each square lights up the celebrity's name when you scroll to it. Lock in your choice with the **A BUTTON**.

3. The celebrity's question appears on the screen and can be read at your own pace.
4. When you are ready to see the celebrity's humorous quip, press the **A** or **B BUTTON**.
5. The quip appears, followed by the celebrity's real answer. The choice of **AGREE • DISAGREE** comes on the screen and the timer in front of the host starts counting down. Scroll to the answer of your choice and lock it in with the **A BUTTON** before the timer reaches 0.

6. If your answer is correct, you get an **X** in that celebrity's square. If your answer is incorrect, the correct answer appears on the screen, and an **O** is placed in the celebrity's square. (The only time your opponent's letter would not be placed in your celebrity's square on an incorrect answer is when that square would win the game. A player must *earn* a square by answering correctly to win a game rather than by default.)
7. If the time runs out before you answer, the correct answer appears on the screen. Your opponent gets an **O** in that square.
8. Player **O**, you go next, following the same steps as Player **X**—steps 2-7.

9. Play continues, with **X** and **O** taking turns, until one player has made a tic-tac-toe, or until all squares are filled with **X**'s and **O**'s, even though there is no possibility of a tic-tac-toe being made.
10. The winning tic-tac-toe flashes on the board and 500 points are awarded to the winner.

PLAYING A 1-PLAYER GAME

1. Once you choose a 1-player game, Controller 2 is deactivated.
2. You automatically become **X**, and the computer selects and names a contestant to be Player **O**.
3. Game play proceeds as in a 2-player game, with Player **O** selecting his/her own celebrity, taking a few seconds to think, then independently agreeing or disagreeing with the celebrity's answers. The only input needed from you, Player **X**, is pressing the **A** or **B BUTTON** to bring up the quip from Player **O**'s celebrity.

HOW TO PLAY GAME 2

1. The winning score from Game 1 is shown on the player's console, and Game 2 begins with the announcement that a Secret Square can be won for an amazing prize. (The Secret Square has been randomly selected.)
2. Game play begins with the loser of Game 1 starting. Play follows the same as Game 1.
3. If, in the course of game play, you select the celebrity who is the Secret Square, you are shown the exciting prize that you could win if you answer the celebrity's question correctly. Press **A** or **B BUTTON** to bring up the Secret Square question.

4 Answer the question the usual way. If you win the prize, press the **A BUTTON** to resume game play. If you lose the Secret Square, the game returns to the Hollywood Squares board without pressing any button.

5 If the Secret Square is not found by the time a tic-tac-toe is made, the celebrity is revealed at the end of the game.

HOW TO PLAY GAME 3

1. Scores are shown and play continues as in previous games.
2. The loser of Game 2 goes first in Game 3.
3. The player with the highest cumulative total at the end of Game 3 is the winner and gets to play for the car.

TIE-BREAKER

1. In the event of a tie score at the end of Game 3, a tie-breaker question is announced.

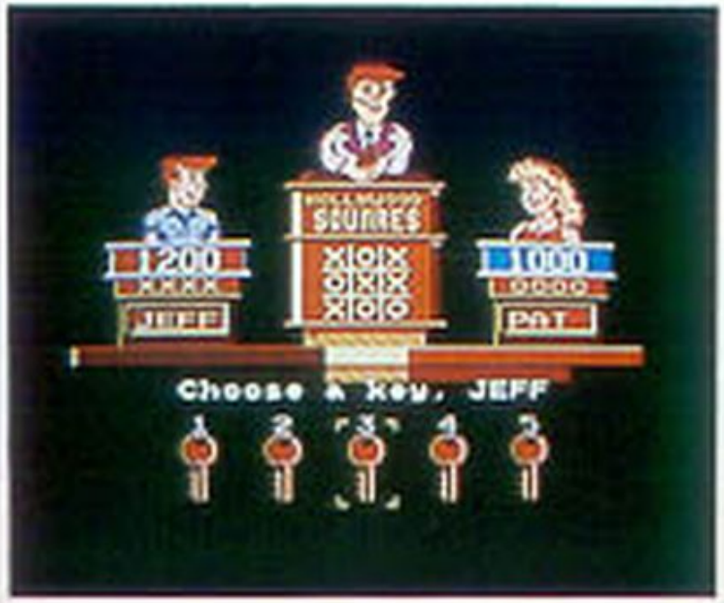
2. Press **A** to bring up the board.
3. The player whose turn it would normally be gets to select any celebrity for a tie-breaking question.
   a. If that player answers correctly, he wins the game and gets to play for the car.
   b. If that player answers incorrectly, the opposing player is automatically declared the winner and gets to go for the car.

SCORING

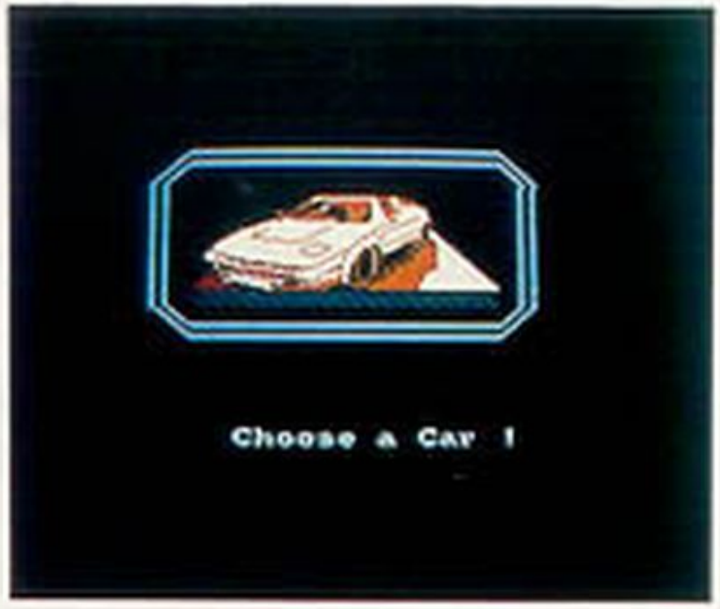
1. The winner of Game 1 earns $500.
2. The winner of Game 2 earns $500.
3. The winner of Game 3 earns $1,000.
4. In the event that all 9 squares are filled in any round, but no player has made tic-tac-toe, players earn $100 for each square won in Game 1, $100 for each square won in Game 2, and $200 for each square won in Game 3.
5. The winner of a Tie-Breaker question earns $200.

PLAYING FOR THE CAR

1. The player with the highest total winnings at the end of Game 3 gets to go for the car.
2. Key choices **1-5** appear on the screen; scroll to the key of your choice and lock it in with the **A BUTTON**.



3. Car choices appear and can be selected by scrolling left and right; stop on your selection and lock it in with the **A BUTTON**.



4. The key then enters the ignition. Press the **A BUTTTON** to activate the key. The screen then advises whether or not the key "fits"

and if you have won the car.

5. Whether you have won the car or not, your winning "dollars" are shown, and you are asked: **DO YOU WISH TO CONTINUE PLAYING AS "X"?**
   a. If you answer **YES**, the contestant choice screen reappears with you as **X** and with the **O** seat empty.
   b. If you answer **NO**, the **"High Scores"** screen comes up to show you how your score compares with other previous scores. Your score is the total of your 3-game winnings, plus the value of the car if you won it. (Car values range from$13,750 to $45,750.) This score, and others from subsequent games, will stay on the **"High Scores"** screen until you turn off the power on your NES. Pressing the **A BUTTON** brings up the contestant choice screen with box the **X** and the **O** seats empty.
6. If the computer player has won the game, no choice of continuing to play is offered, and the contestant selection screen appears with the **X** and **O** seats ready for two new players.

MESSAGE TO PLAYERS

1. This cartridge uses a program which will randomly access the questions. At the end of play, the entire question file is cleared and made available for future play. This is very much like shuffling a deck of cards after each game. Questions are selected at random by the computer, so although there are over 400 questions in the program, repetition will occur. However, the celebrity has alternate answers to randomly select from (both correct and incorrect) to offer to the player.

   If repetition does occur and you wish to reshuffle the file, press the **RESET** button. This will initiate a new game and reshuffle all the questions in this file.

2. This game has been programmed to utilize the full TV screen. Since some older model TV sets have rounded screens, a portion of the image may be blocked out.

HINTS ON GAME PLAY

1. If you are a fast reader and finish reading the question quickly, pressing the **A** or **B BUTTON** to bring up the quip may bring a buzz instead. Since there is a minimum amount of time programmed in for reading, wait for a second or two, then press **A** or **B** again.
2. When spelling your name, the ← can be used to "erase" any letter entered in error.

SAFETY PRECAUTIONS

1. This high-precision Game Pak contains complex electronic circuitry. Avoid temperature extremes when storing it or unnecessary shock when moving it.
2. Terminal connectors should not be touched or allowed to get wet or dirty. This can damage the game.
3. Never attempt to open or take apart the Game Pak.
4. Do not clean the Game Pak with paint thinner, benzene, alcohol, or any such solvents.
5. Be certain that the Control Deck **POWER SWITCH** is turned off when inserting or removing the Game Pak cartridge.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception.

It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio—TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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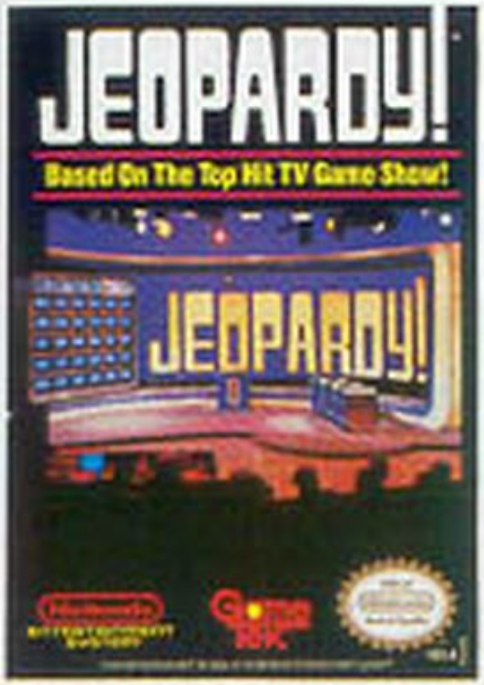
Look For These Other Mega-Hit Games From GameTek



JEOPARDY®

With almost 2,000 "answers" just waiting for your "questions," this Nintendo version of the second-highest-rated TV game show is great fun and a great challenge!

WHEEL OF FORTUNE®

The highest-rated game show in television history makes for exciting Nintendo game play. Spin the wheel, guess the letters, and watch the hostess reveal the words. Hours of family fun.

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...And For The Kids Too!

WHEEL OF FORTUNE® JUNIOR EDITION

This lively and challenging junior version of the terrific Nintendo adult game creates all the excitement of the hottest game show on TV. Now, kids to teens can spin for consonants, buy vowels, and solve puzzles without going bankrupt...and with great fun!

JEOPARDY® JUNIOR EDITION

Be the first to press the buzzer and the cash is yours! This terrific video game, like its adult version, is based on the hit TV show, but here, the questions are designed with kids to teens in mind. It's got the subjects they love, with questions they can answer. An exciting fun time!

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DOUBLE DARE™

The kids' TV game show that has taken the country by storm debuts on Nintendo. Kids get to test their minds on subjects from rock to rocks, then test their skill and reflexes on the Physical Challenges and the famous Double Dare Obstacle Course. Double Dare is Double Action and Double Fun!

GameTek™

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90819

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